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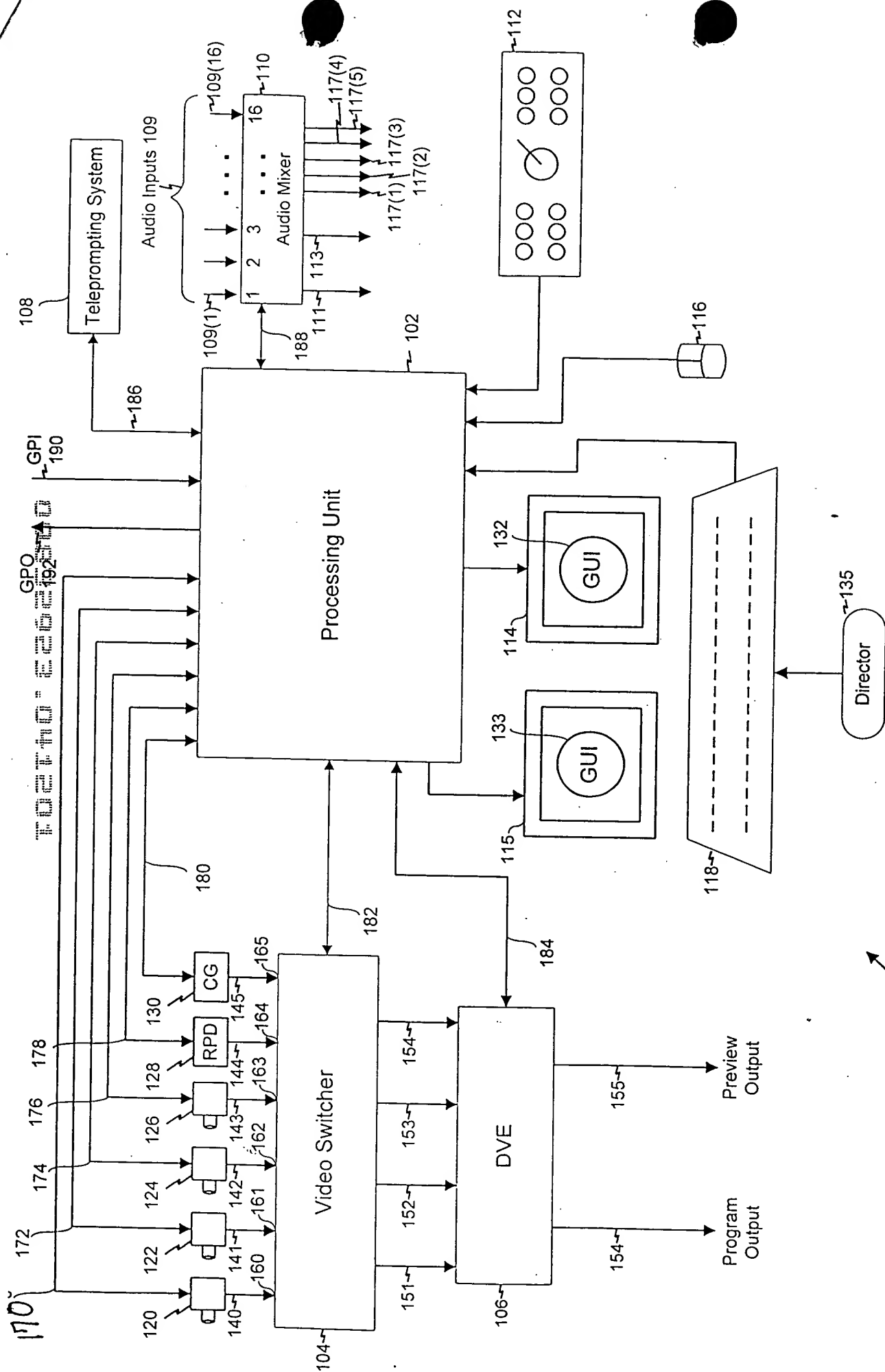


FIG. 1

FIG. 2A

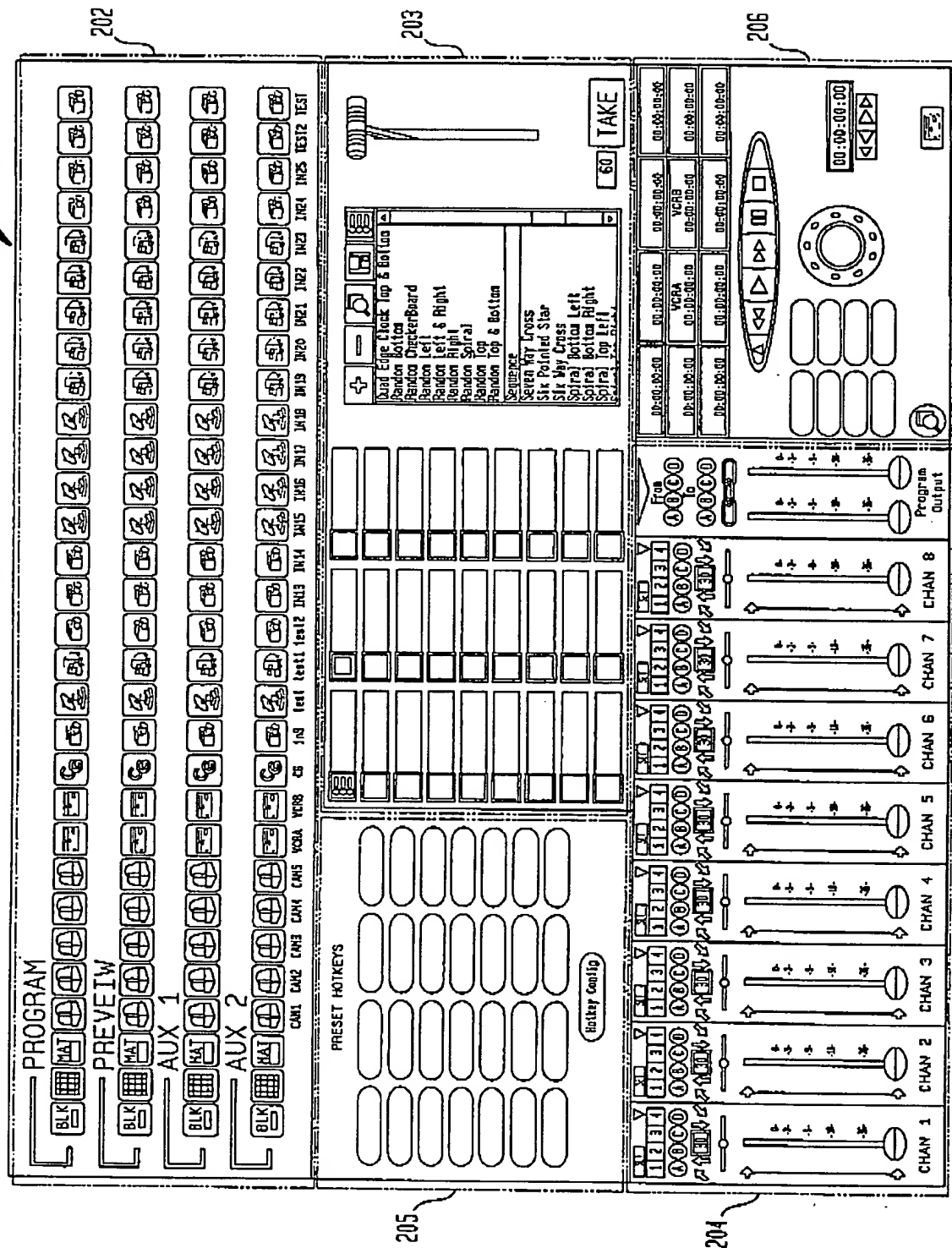
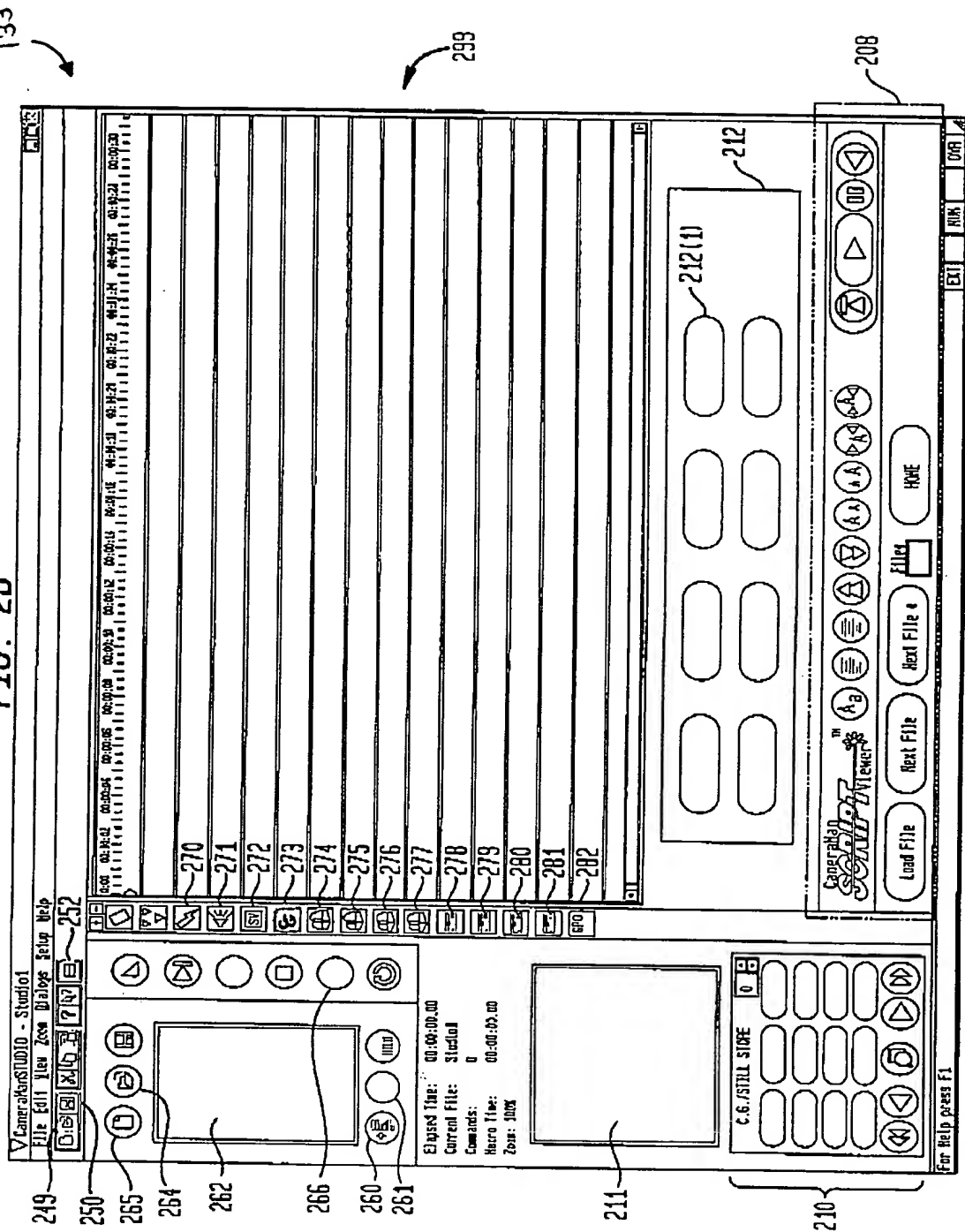
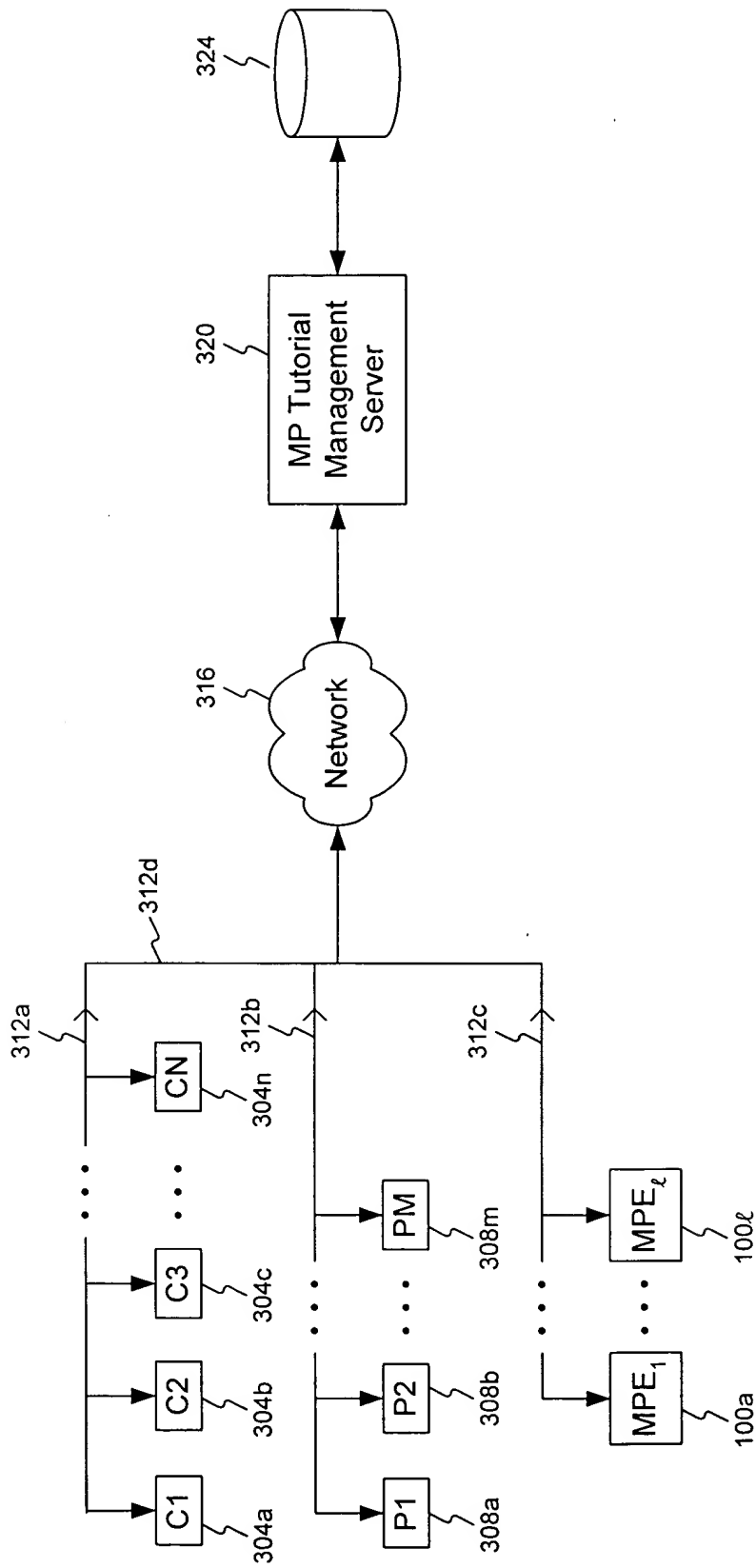


FIG. 2B





**FIG. 3: Media Production Tutorial System 300**

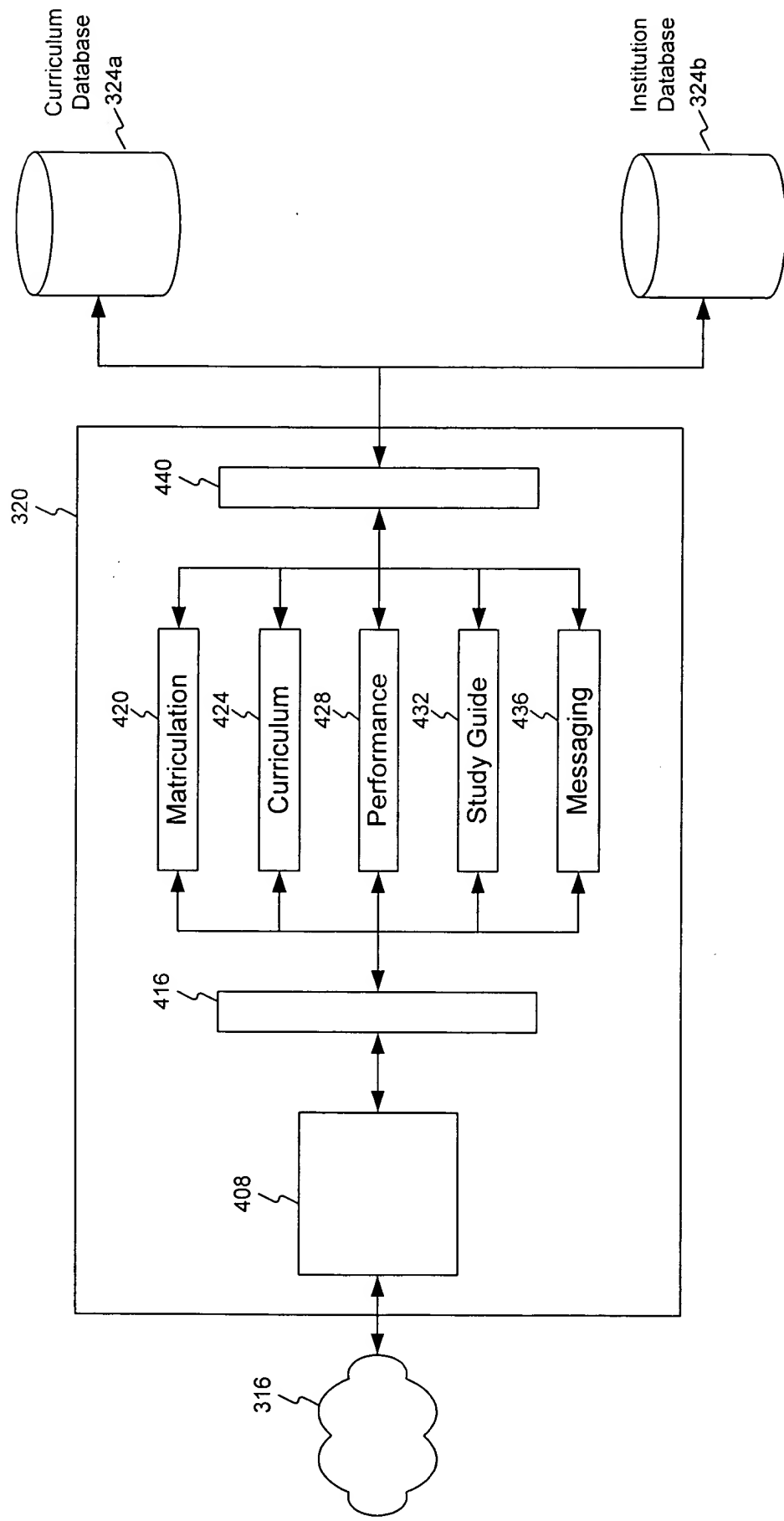
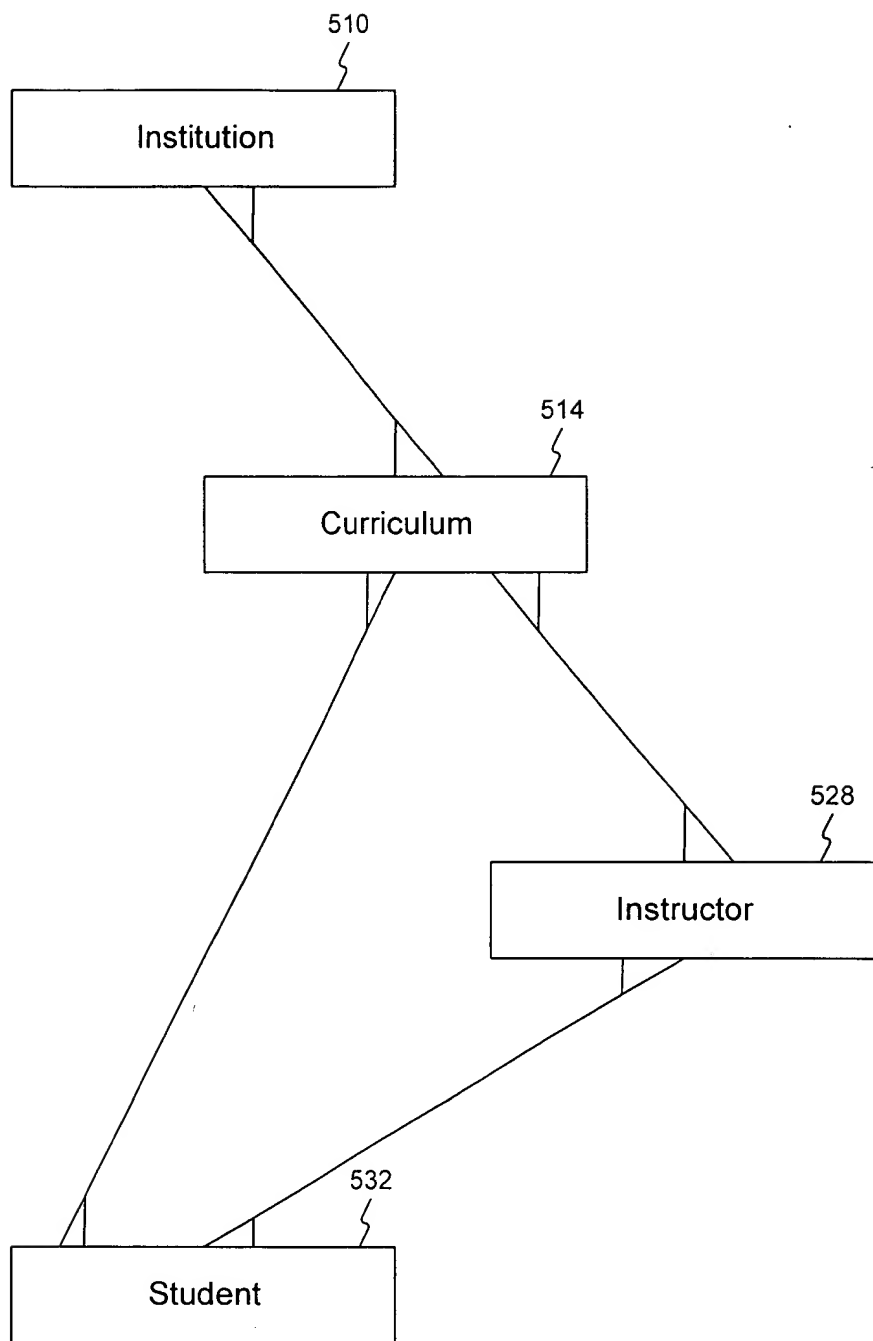
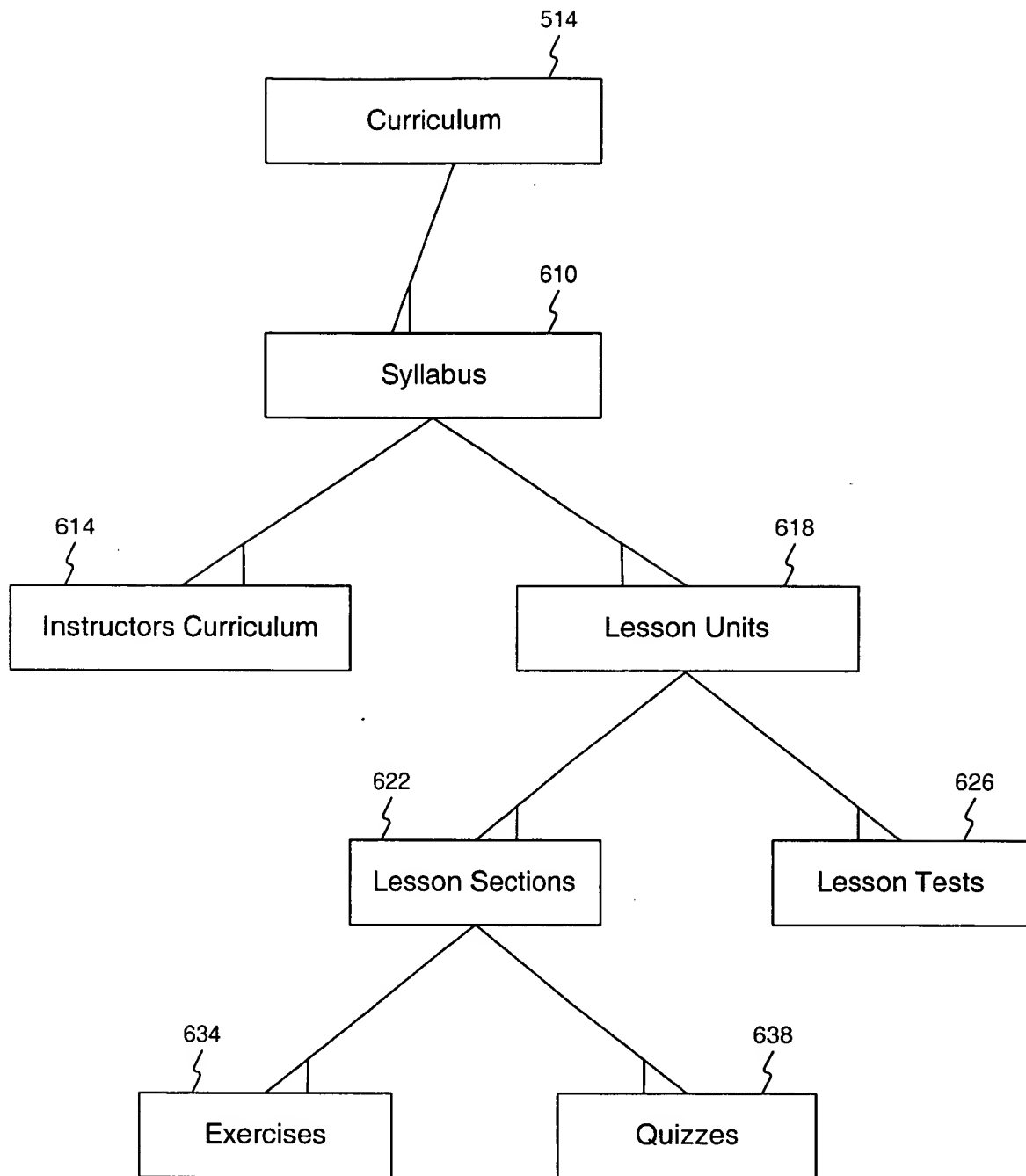


FIG. 4: Media Production Tutorial Management Server 320



**FIG. 5: Relation Diagram for Database 324**



**FIG. 6: Relation Diagram for Database 324a**



FIG. 7 : Training Facility 700

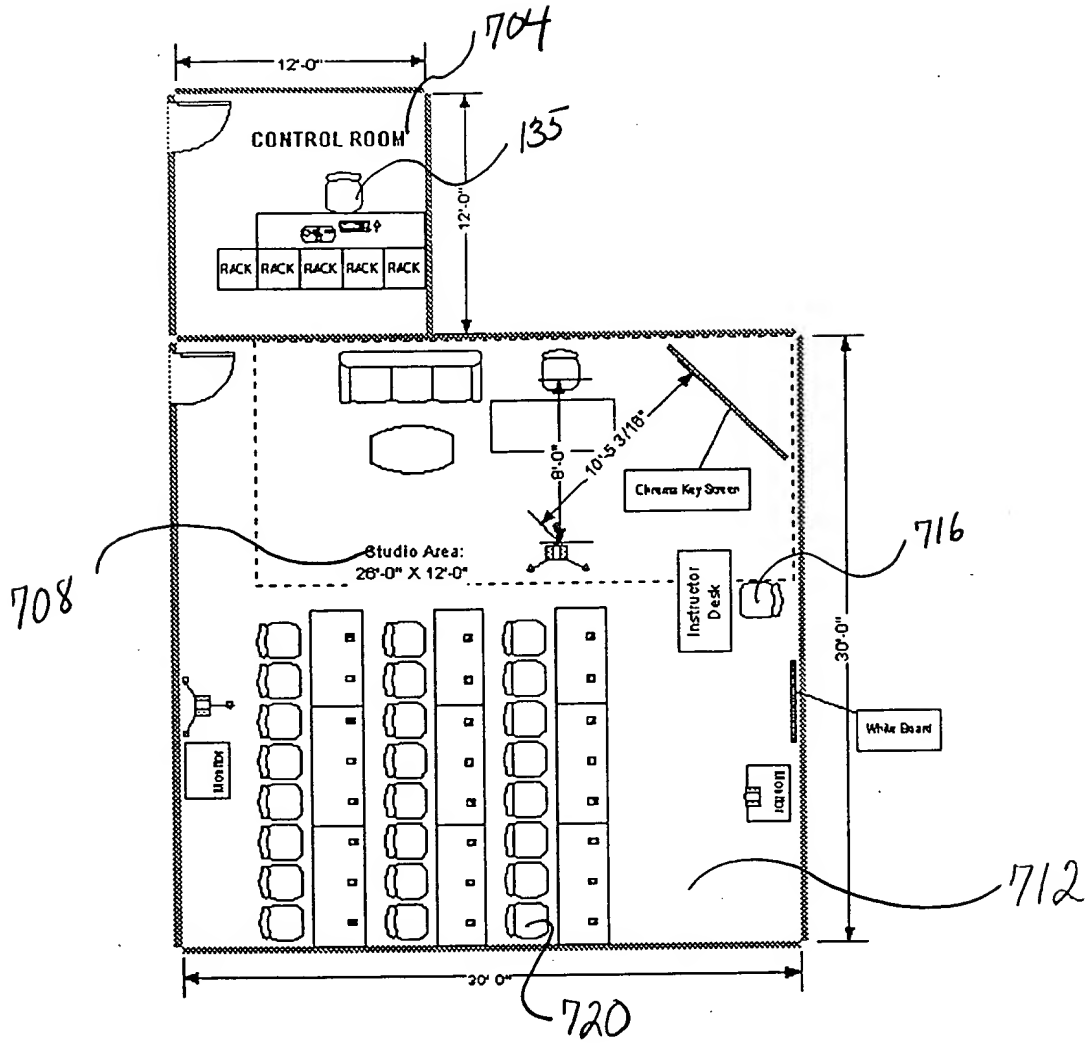
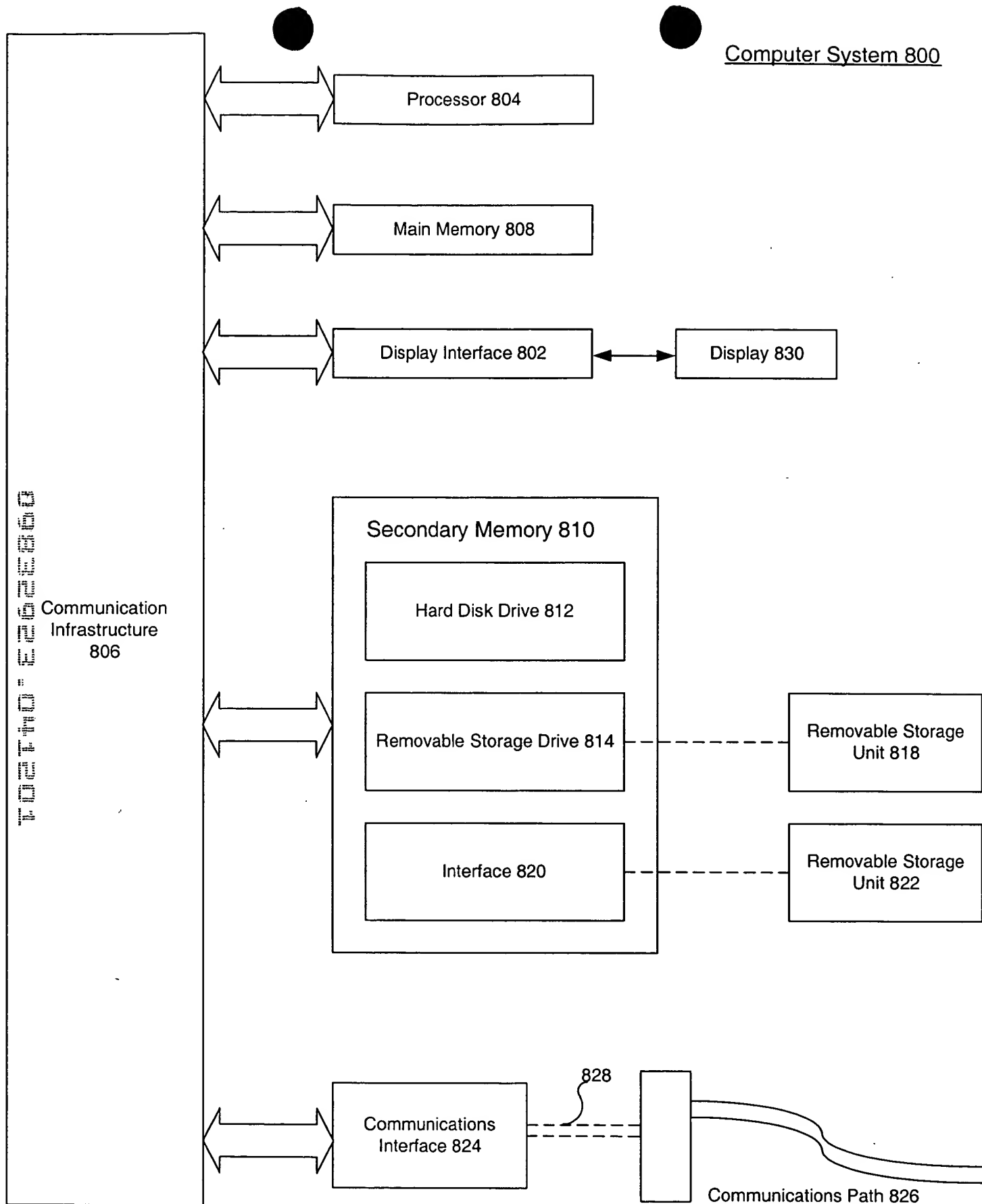
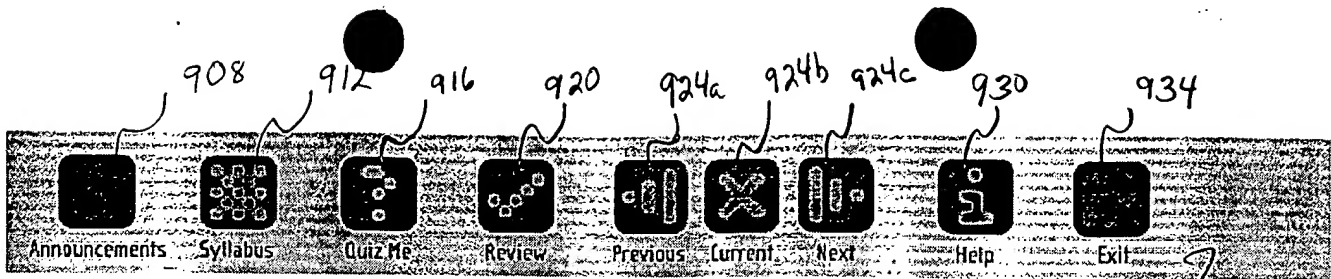


FIG. 7 : Training Facility 700



**FIG. 8**



## Tripods

A TRIPOD is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

Unit 02 - Camera : Section 02.1 - Basic Shots

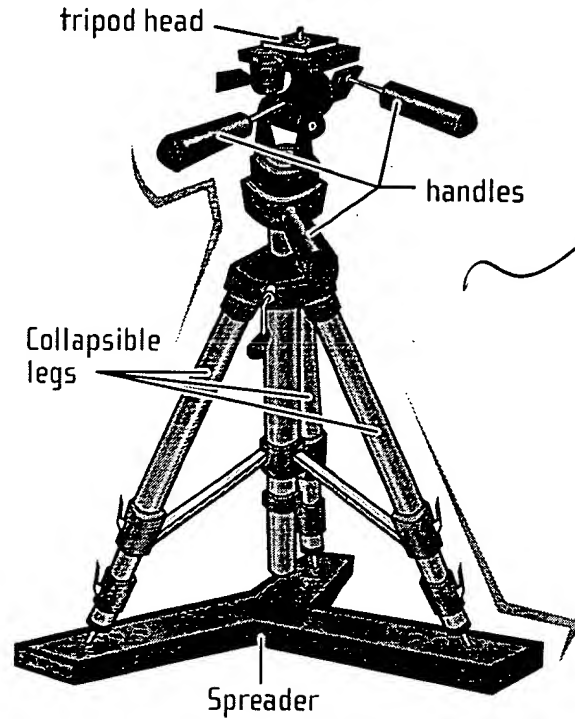
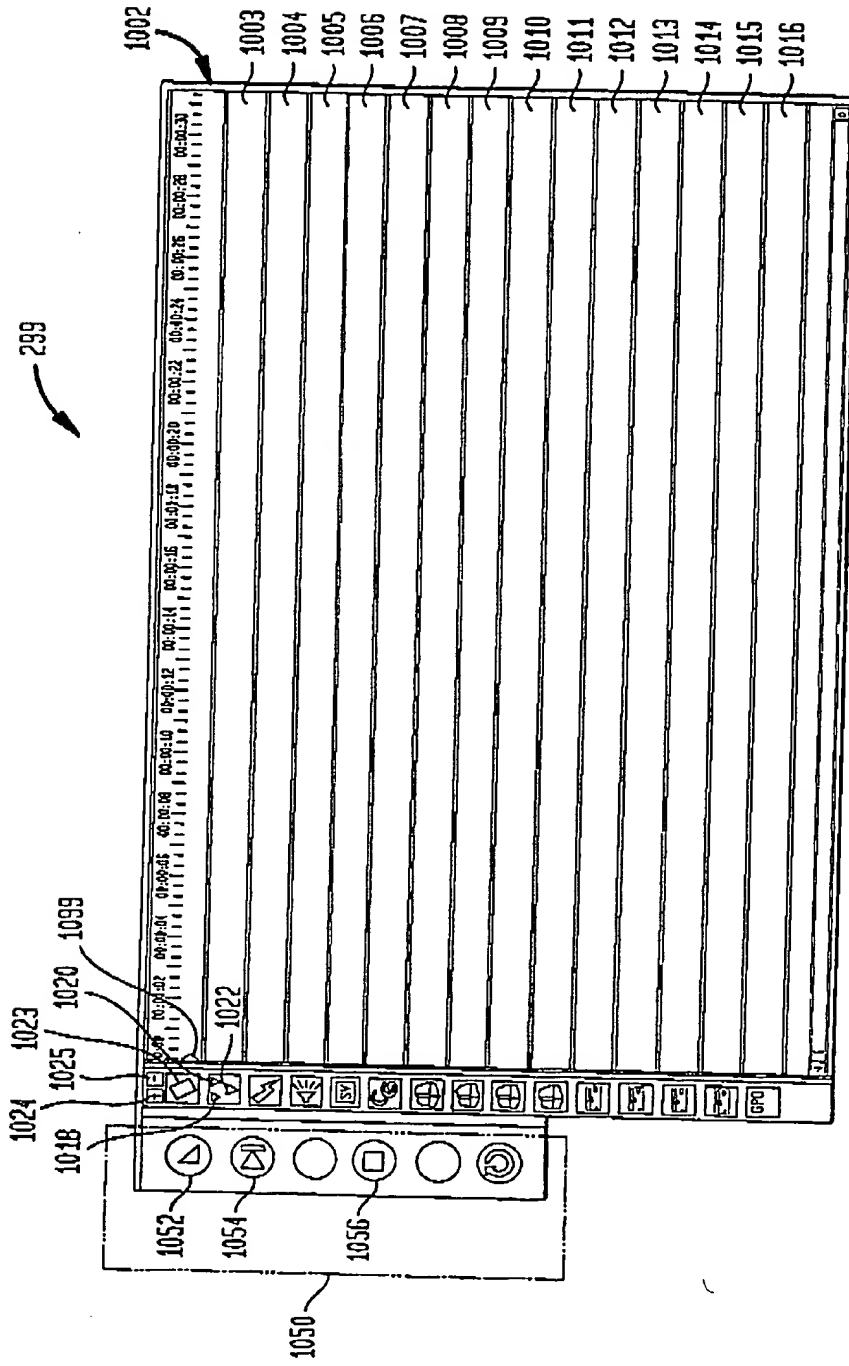
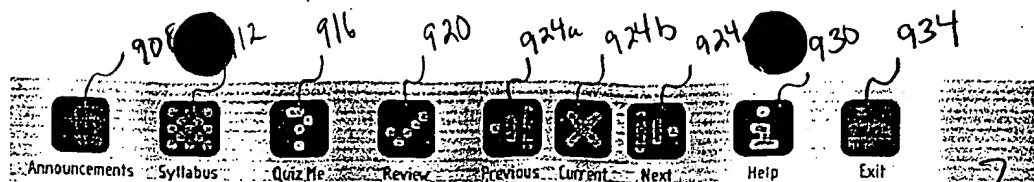


FIG. 9: GUI 900

UNIT 02 - CAMERA

FIG. 10





## Syllabus Page

- ☐ Unit or Lesson not visited. - ☒ Unit partially complete / Lesson visited.  
☒ Lesson tested incorrect. - ☒ Unit or Lesson Completed (tested correct).

Click on a Unit to see its Sections & Lessons.

Unit 02 - Camera

☐ Unit 01 - TV History

(Click on a Lesson to go there.)

☒ Unit 02 - Camera

Section 02.0 - Welcome

☒ Welcome to the Course

Section 02.1 - Basic Shots

☐ Unit 03 - Audio

☒ Long Shots

☐ Unit 04 - 3 R's

☐ Medium Shots

☐ Unit 05 - Editing

☐ Close-Ups

☐ Unit 06 - Lights

☐ Headroom

☐ Unit 07 - Graphics

☐ Rule of Thirds

☐ Unit 08 - Producing & Directing

☒ Tripods

☐ Unit 09 - Advertising

Section 02.2 - Camera Moves

☐ Unit 10 - Instructional Video

☐ Pans

☐ Unit 11 - 3R's Revisited

☐ Tilt

☐ Unit 12 - More Camera & Lighting

☐ Dolly

☐ Unit 13 - Video Technology

☐ Trucking

☐ Unit 14 - F/X

☐ Zoom

☐ Unit 15 - More Producing & Directing

☐ Lead Room

☐ Unit 16 - Video Yearbook

Section 02.3 - Videotape

☐ Unit 17 - ABCs of EFP

☐ Tape Formats

☐ Unit 18 - Scriptwriting

☐ Preparing A Tape

☐ Unit 19 - Documentary

☐ Tape Transport System

☐ Unit 20 - That's A Wrap

☐ Recording Speed

☐ Tape Labels

☐ Tape Care

Section 02.5 - Shot Director

☐ Shot Director - Powering Up

☐ Shot Director - Focus

☐ Shot Director - Iris

☐ Shot Director - Upper Section

☐ Shot Director - Lower Section

☐ Shot Director - Slide Controls

☐ Shot Director - Joystick Control

☐ Shot Director - Joystick Zoom Control

☐ Studio Camera Shots

Section 02.6 - Other Shots

☐ Camera Angle

☐ Canting

☐ Lead The Look

☐ Cropping

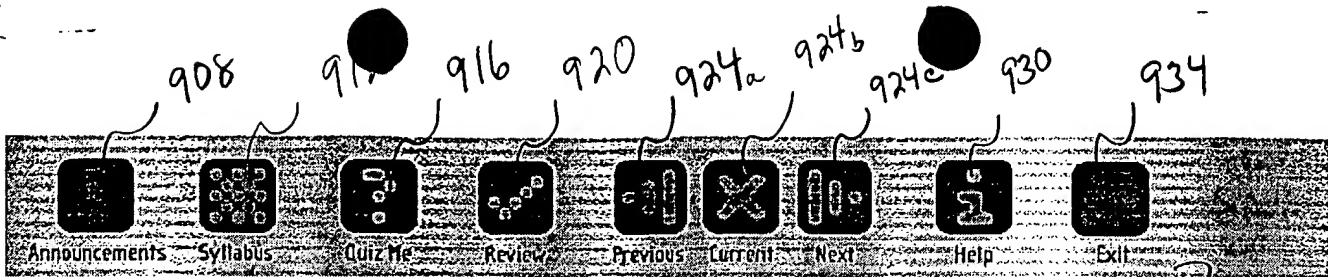
☐ Backgrounds

☐ Over The Shoulder Shots

Section 02.9 - Testing Lesson

☒ Testing Lesson

FIG 11: GUI 1100



## Quiz Me Page

942

904

Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

A long shot is most often used to \_\_\_\_.

- ☐ establish a setting
- ☐ show viewers small details
- ☐ show an entire object

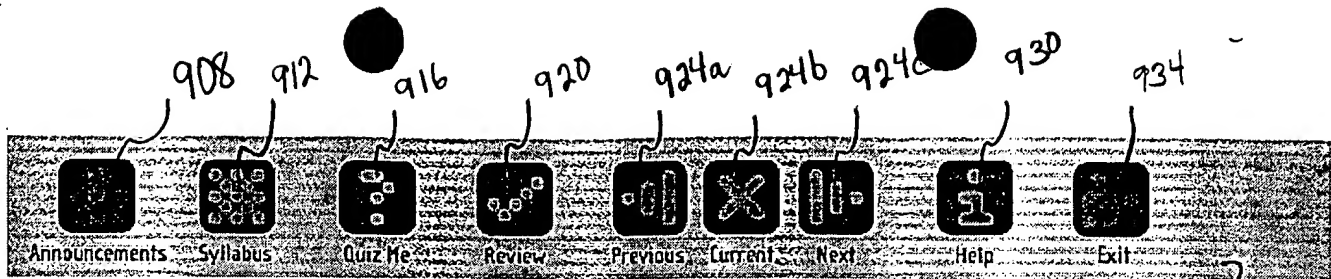
Button

1250

FIG. 12: GUI 1200

FIG. 12: GUI 1200





## Review Page

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

You have completed 4% of the course.  
(This represents a total of lessons visited and on which you tested correctly and/or pages which required no test.)

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

Unit 02 - Camera : Section 02.1 - Basic Shots  
Long Shots  
 Unit 02 - Camera : Section 02.2 - Camera Moves  
Dolly

} ~1404

942

904

Fig. 14: GUI 1400

FIG. 14: GUI 1400



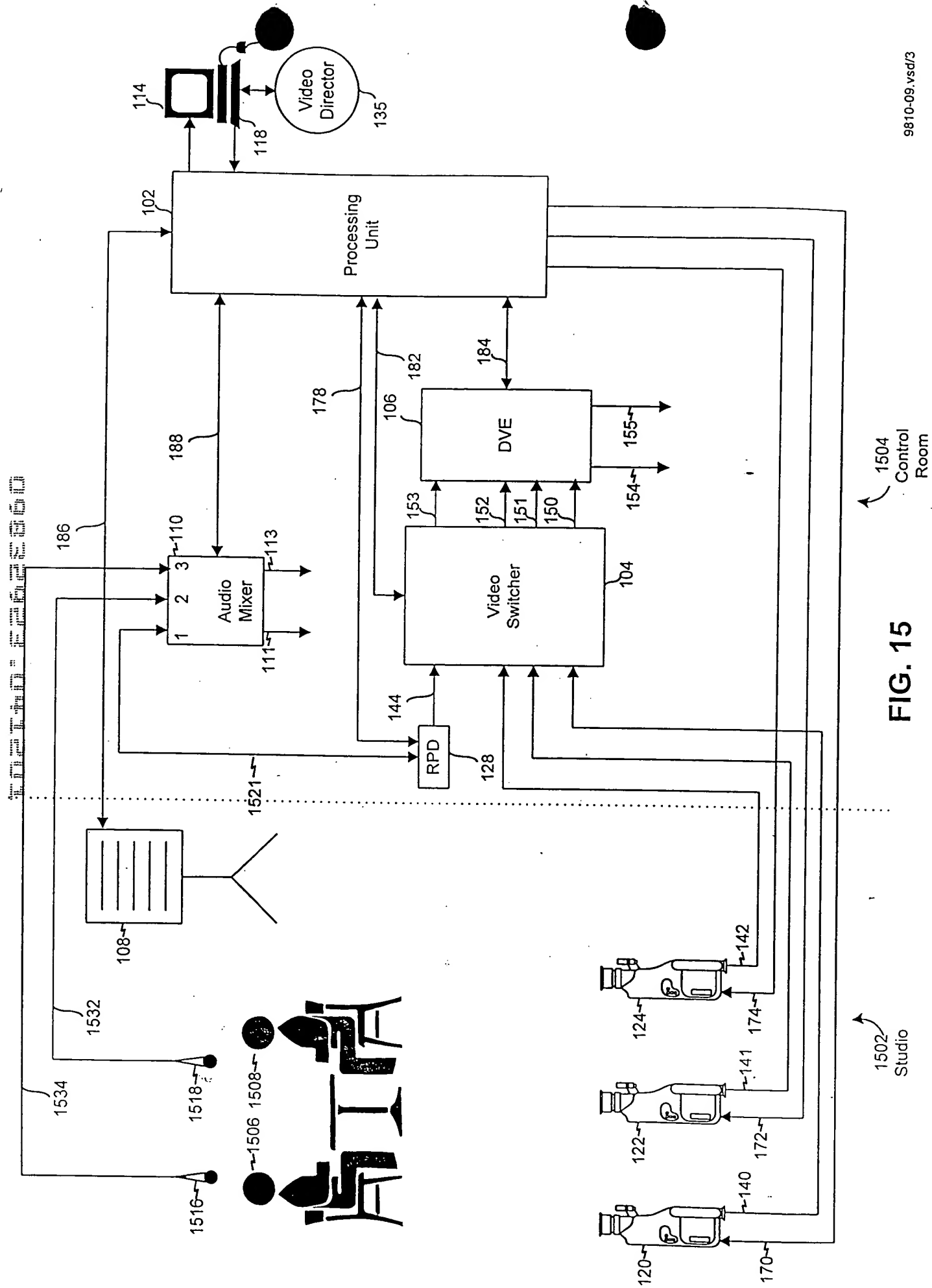
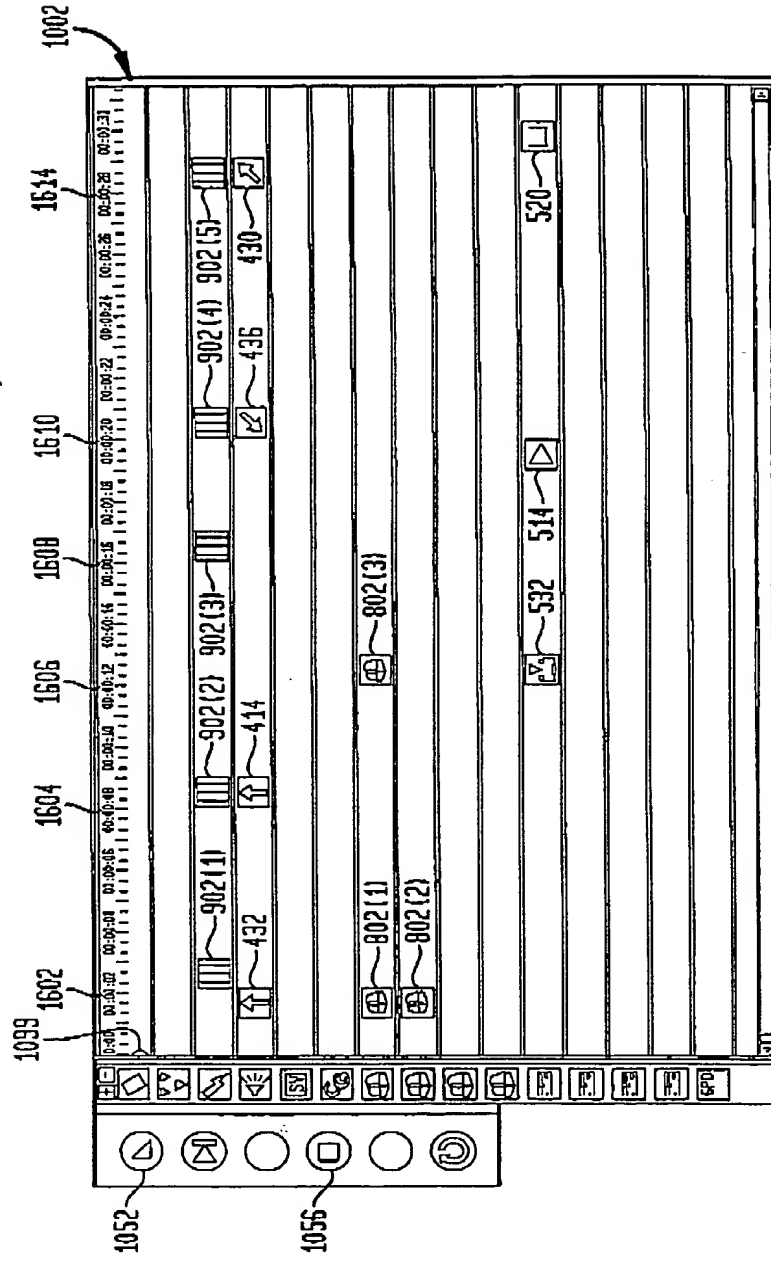
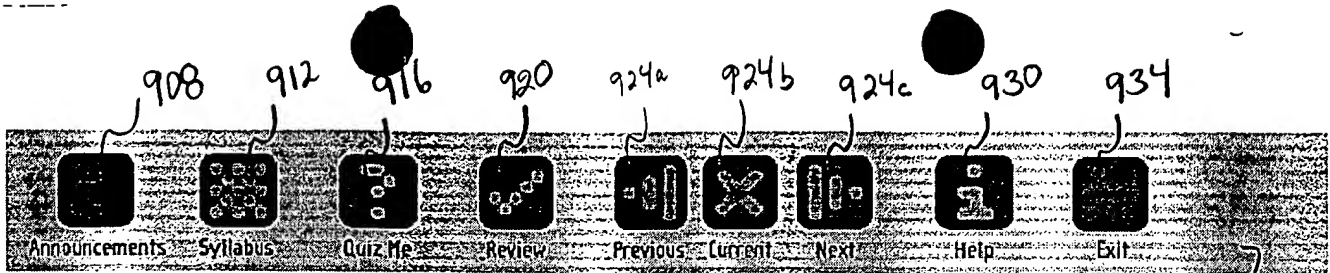


FIG. 15

FIG. 16





## Announcements Page

942

11/05/1999 - Meeting Notice

Send a note to your teacher

1720

There will be a meeting tomorrow in the lab. Please attend. Roll will be taken.

11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for ONE Hour earlier. The bus will leave the parking lot at 9 am SHARP!

Send

1750

FIG. 17: GUI 1700

FOOTNOTES: 66666666